SNS-CL-USA

Clue®

Parker Brothers' Classic Detective Game

INSTRUCTION BOOKLET

PARKER BROTHERS

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to Parker Brothers, Division of Tonka Corporation, Beverly, MA 01915

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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Nintendo

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HOW TO USE THE CONTROL PAD

START Button... To begin the game

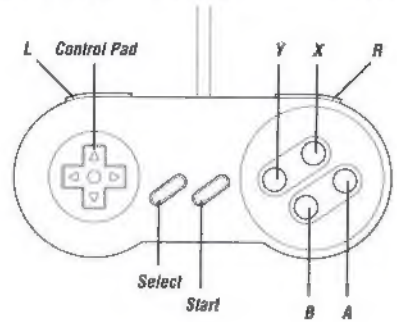
SELECT Button... To un-select, and to re-start a Suggestion, Interrogation or Accusation if you made a wrong selection

A Button... To select options or move to the next screen if there are no options; all buttons (A,B,X,Y) function the same

L, R BUTTONS... Hold down and use Control Pad to view the entire board on screen

Control Pad... To move the cursor through different options

NOTE: There will be brief instructions and reminders on screen while you're playing.



INTRODUCTION

The Manner–and Manor–of Murders

For nearly 40 years, the unfortunate Mr. Boddy has been murdered daily at Boddy Mansion. But Who? Where? What Weapon? were involved in the dastardly deed? Well, with every day–and every game–the mystery changes, and it's up to you to figure out Whodunit!

You will assume the identity of one of those famous CLUE suspects, then move through the Boddy Mansion collecting clues. Whether you're a rank Amateur, or you've elevated your rank to Gumshoe, Sleuth, P.I., or full-fledged Detective, you've got to ask the right questions, collect the right information and make the right deductions in order to solve the mystery.

Unlike other games, each CLUE game depends on a lot more than blind luck to win. So get out your Detective Notepad and start sleuthing. When you've collected enough evidence to prove which Suspect, Weapon and Room were involved in the crime, you'll have the answer!

A Brief History of the World's Favorite Mystery Game

In 1946, a solicitors' clerk from Birmingham, England, paid a visit to the firm of Waddingtons Games Ltd. in Leeds. Anthony E. Pratt and his wife had come, with a couple of game-inventing friends, to present their idea and prototype of a mystery detection game to the game manufacturers. They met and played the game with some Waddingtons employees while the firm's managing director looked on.

Fortunately for all of us, the people at Waddingtons liked what they saw and agreed to produce the game.

Only three years later, Parker Brothers brought the game to American mystery lovers–and it's been a family favorite ever since!

YOUR ASSIGNMENT

Moving through the Boddy Mansion, you will enter various Rooms in order to make "Suggestions" and collect circumstantial evidence about exactly what was happening at the time of the murder: Which Suspect picked up which Weapon and killed Mr. Boddy in which Room. Twice during the game, when you're getting close to the solution, you may hold an "Interrogation" to prove the innocence of either a person, place or thing, so that you can eliminate it from your suspicions! Once–and only once – you may make your "Accusation" and state, for all to hear, Who did it, with What, and Where. If you're correct, you win!

In the words of Sherlock Holmes:

"The game is afoot!"

THE USUAL SUSPECTS...

Colonel Mustard, Ret., D.S.O., B.E.F., Q.E.I.

Colonel Mustard, late of the Bengal Lancers, held regimental honors as a marksman with both elephant gun and small caliber pistol; after he was mustered out, he stayed on in the Punjab. The Colonel has travelled halfway around the world to see Mr. Boddy on a matter of grave importance, or so he says.

But why does Mustard sleep with a revolver under his pillow?

Mrs. Peacock

After single-handedly saving the loggerhead shrike from extinction, amateur ornithologist Mrs.Peacock next turned her beady eye on the pied-bill grebe. Having spotted a pair nesting near the manor house, she came to beseech Mr. Boddy to create a bird sanctuary by donating his entire estate to the Peacock Salvation Society, of which she is founder and sole member.

Does Mrs. P. have her eye on more than the grebe?

Professor Plum

Professor Plum, Ph.D., head of the Archaeology Department at a correspondence school, came to the manor to solicit financing for a bone-hunting expedition to an un-named Middle Eastern country. He knows just where to unearth a prehistoric skeleton to rival the Piltdown Man – he says he can feel it in his bones.

But why does the Professor clam up whenever anyone digs into his past?

...WHODUNIT?

Miss Scarlet

Called the Mercenary of Macao – but never to her face – the sultry and sinister Scarlet will entertain any proposition that makes her a profit. After reading a how-to piece in the Society of Fortune Hunters Quarterly, she decided to try her hand at gold digging.

But could the price of gold be murder?

Mr. Green

Mr. Green, reputed kingpin in the "family" business, is a whiz at the numbers, but he finds himself dangerously short of cash at the moment. He figured he'd get out of the jam with Mr. Boddy's help.

Did he make him an offer he couldn't refuse?

Mrs. White

The maid at Boddy Mansion since before the War – she won't divulge which one – Mrs. White has seen 'em come and go. Trouble is, she's seen 'em when and where they weren't supposed to be comin' and goin'.

Did she finally spy something that made her see red?

TO START A GAME

Check that the Power switch is OFF. Insert the Game Pac as described in your Super Nintendo Entertainment System manual, and turn the Power ON. When the title screen appears:

1. ***Hit START*** to begin.

2. ***SELECT GAME LEVEL...*** You can assume one of five ranks, from Amateur up to Detective. Depending on which you select, you will be given more–or less–obvious clues to help you solve the mystery. In an Amateur scenario, the solution is easier... a Detective has to work harder to reach the correct conclusion!

> ***Amateur...*** The quickest-playing game. The clues are obvious, such as "Mr. Green had the Knife" or "Mrs. White was in the Lounge."
>
> ***Gumshoe...*** This level introduces the "negative clue," such as "Mr. Green was not in the Lounge." With clues like these, it takes more time and more deduction to solve the mystery.
>
> As you rise through the ranks of ***Sleuth***, ***P.I.*** and ***Detective***, you will get more and more negative clues, revealing things that could not be, rather than things that are, true!

3. ***SELECT NUMBER OF PLAYERS...*** Use the Control Pad to pick a number and hit any button to confirm it. You may play alone, or with 2 to 6 human and/or computer opponents.

4. ***SELECT A CHARACTER – HUMAN or COMPUTER...*** For the duration of the game, you will be one of the classic CLUE game characters. You may actually be the murderer, but you'll only find that out at the end, whenever somebody solves the mystery! For a bit of biography about these famous personalities, see pages 4-5. Which one will you be?

Use the Control Pad to move to your character, then identify it as a human or computer opponent. Press any button to confirm your selection; to re-do a selection, press Back Up. Select Next Player and repeat for all players' characters.

5. ***SHOW CARDS...*** You must be discreet! With the Control Pad, select which Character's cards will be revealed; that player–and that player alone–is allowed to look at the screen to see his or her "hand." All others must look away until their own turn. Move to a card with the Control Pad, then "turn it over" by hitting any button to reveal the face of it. Repeat for all the cards in your hand. Note: The number of cards varies depending on the number of players; fewer players means more cards per hand, and vice versa.

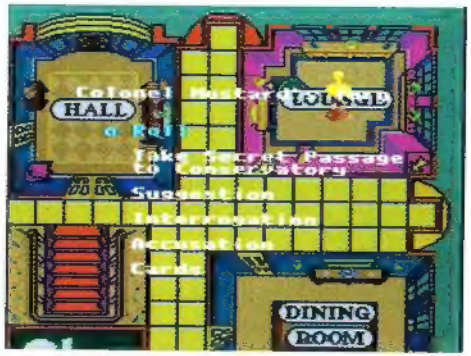
6. ***MARK DETECTIVE NOTEPAD...*** When you see your own cards, use an X to cross out the Suspect(s), Weapon(s) and/or Room(s) you hold in your own hand. You know that, because you've got these, they couldn't possibly be involved in the murder.

Example: On the Pad below, the cards you were dealt are crossed out. During gameplay you learn that Prof. Plum has the Knife: draw lines to connect them. Since you were dealt the Knife, you now know that Plum is innocent. You are told the Lead Pipe is in the Hall: add this to your Pad at the side. Mr. Green, you are told, does not have the Candlestick: fill in the small square in the corner of their connecting box to indicate he does not have it.

7. ***Press START*** to begin the game.

TAKING YOUR TURN

Use the Control Pad to move through the following options, then press any one of the buttons (A, B, X or Y) to select one. If you change your mind, press Select to pick a different option.

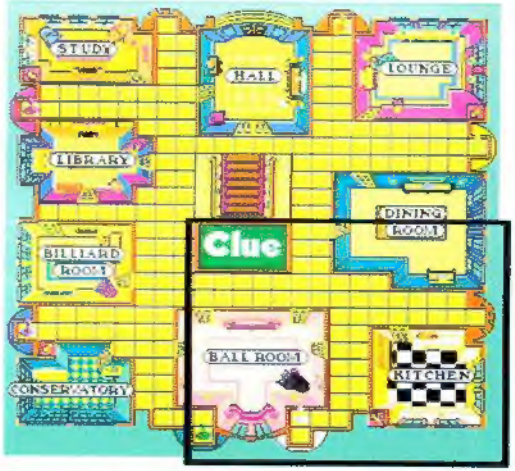


The screen will only reveal options that are "legal" at the time; you will never be able to make an illegal move!

- Roll
- Take Secret Passage
- Suggestion
- Interrogation
- Accusation
- Cards

Note: The black box shows the size of the screen.

You may use the Left or Right Buttons along with the Control Pad to scroll around the entire playing board and check where the other players are before you make your move.



ROLL THE DICE...

When the hand appears, hold down any button to shake the die. (Your alternative is to Take a Secret Passage; see below.) Release it to stop the roll. Use the Control Pad to move your token (it's flashing, so you can spot it) that number of spaces; the red dots will show your tracks.

NOTES:

- You may move your token horizontally, vertically, forwards or backwards (but not diagonally). You may change directions as many times as your roll will allow.
- You may retrace your steps to un-do part of a move.
- You may never land on a square occupied by another token: If you come up to another player's token, move AROUND it! If at any time you are blocked by another player and can't finish your move, press Y to end your turn.
- When Entering a Room...
  - You do not have to land in a Room by exact count.
  - A door does not count as a space.
  - You may not re-enter a room on the same turn.

or TAKE A SECRET PASSAGE

If you select this option instead of rolling, you will automatically be moved to the room at the other end of the passage, where you may make a Suggestion. (You do not roll the die.)

TO MAKE A SUGGESTION

Once you've entered a Room, make a Suggestion in order to collect a clue.

Who did it?

Use the Control Pad and any button to suggest a Suspect (you may, of course, name yourself). Note that the person you suggest, other than yourself, is automatically pulled into the room with you.

With what?

Next, select a Weapon. (You've already selected the Room by virtue of being there!)

For example: "I suggest the crime was committed by Miss Scarlet with the Knife in the Hall."

Now sit back, hit any button, and get the clue! The animated sequence will reveal a clue, and the written message will confirm it. Depending on the play level, it might say "Miss Scarlet was in the Lounge."

If you are holding the Lounge card–so you know the murder wasn't committed there–then you now know that Miss Scarlet could not have been the murderer!

Remember, all players get the same clue at the same time.

Press any button to end the vignette.

NOTES:

- After entering one of the Rooms, you may make only one Suggestion. To make another, you must wait until another turn when you are in a different Room or, sometime after your next turn, re-enter the Room you most recently left. You may not forfeit a turn to stay in a particular spot.
- If another player included you in a Suggestion, you will find yourself in the "suggested" Room at the start of your next turn! You may either move out of it in one of the usual ways, or you may make a Suggestion from that Room. If the latter, you do not roll the dice or move your token. Just select the Suggestion option and proceed.
- There is no limit to the number of Suspects that may be in one Room at the same time.
- If you make a mistake entering the Suspect or Weapon, and you catch your error before the curtain rises on the vignette, hit Select and re-start your Suggestion.

MARK YOUR DETECTIVE NOTEPAD

Mark your notepad with whatever information you have just collected. (The other players, of course, got the same clue!)

TO CONDUCT AN INTERROGATION

Each player may make an Interrogation only twice during a game.

When you made a Suggestion, you were looking for circumstantial evidence–what or who was where at the time of the murder. In an Interrogation, the innocence of a person, place or thing will be proved by the system, as it searches all players' hands and lets you know if another player can prove (by virtue of having been dealt the card) that one of the three elements of your Interrogation was not involved in the murder.

To make your Interrogation, use the Control Pad to select one item from each screen: Suspect, Weapon AND Room. The system will show you an enactment of your Interrogation and prove or disprove one aspect of it.

Example: Miss Scarlet might say, "WAIT! I am certain it could not have been Mrs. Peacock. I have proof." This means that the player who is Miss Scarlet was dealt the Mrs. Peacock card–so he or she has "proof" it could not have been Peacock!

Remember, quickly press Select to re-start your Interrogation and change a selection before the curtain raises.

Press A to progress through each scene in the vignette.

If you want, you may now immediately make an Accusation–but you'd better be sure you've got it right! Otherwise, wait until your next turn.

TO MAKE AN ACCUSATION

When you think you've solved the mystery, you may, on your turn, make an Accusation. You may do this only once! If you're right, you win the game. If you're wrong, you're out!

To make an Accusation, select Who, What and Where and announce that "It was (Suspect) with the (Weapon) in the (Room)." The system will let you know if you're right–or wrong!

Example: You're portraying Professor Plum and your Accusation was not correct. You've lost your chance to win, and you take no more turns yourself. But your Character is still involved in other players' Suggestions, and others may still move you into locations when they make Suggestions.

Remember:

- To make a Suggestion, you must be in the Room you name.
- You may make only two Interrogations per game.
- To make an Interrogation or an Accusation, you may name any Room without actually being in that place.
- As long as the curtain has not gone up on a vignette, you may press Select and re-start your Accusation and change it.

WINNING

"When you have eliminated the impossible, whatever remains, however improbable, must be the truth."
–Sherlock Holmes

The first player who correctly identifies the Suspect, Weapon and Room, wins.

STRATEGY HINTS FOR THE SUPER SLEUTH

1. Making Suggestions: You may want to name one or more of your own cards in order to gain information... or mislead your opponents.

2. Your Detective Notepad: Be sure to note what you've learned on your Detective Notepad.

3. Sneaky Move: If an opponent's token appears to be heading to an important Room, on your turn you may want to block that player, or include that person's Character in a Suggestion in order to move him or her away from that Room.

TO USE YOUR DETECTIVE NOTEPAD

"Positive" Clues:

You have learned that Mustard had the Knife. Draw a line from each.

Later you learn that the Knife was in the Hall. Write "Hall" out to the right. Now you know that Mustard had the Knife in the Hall. If you had any one of these cards in your hand, or found a clue elsewhere, you can now eliminate all three of these possibilities!

"Negative" Clues:

You were dealt the Dining Room and Ball Room and crossed them both out. Later you found out that Mr. Green, and the Knife, Lead Pipe, Revolver, Rope and Wrench were NOT in the Ball Room, so you crossed them all out.

You have also learned that Mrs. Peacock, Miss Scarlet and Mrs. White were NOT in the Conservatory, so you crossed out each of these Suspects.

~~BALL ROOM~~	~~GREEN~~	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
	CANDLESTICK	~~KNIFE~~	~~LEAD PIPE~~	~~REVOLVER~~	~~ROPE~~	~~WRENCH~~
BILLIARD Rm	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
	~~CANDLESTICK~~	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
CONSERV.	GREEN	MUSTARD	~~PEACOCK~~	PLUM	~~SCARLET~~	~~WHITE~~
	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
~~DINING Rm~~	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH

	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
BALL ROOM	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
BILLIARD Rm	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
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DINING Rm	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
HALL	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
LIBRARY	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
LOUNGE	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
KITCHEN	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
STUDY	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH

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	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
BALL ROOM	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
BILLIARD Rm	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
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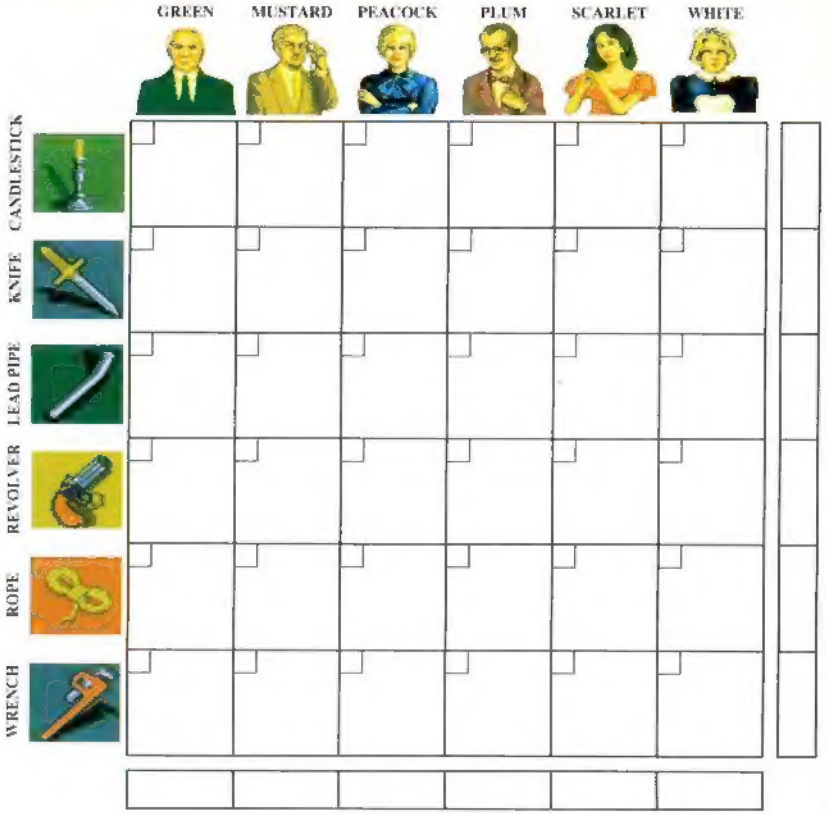

	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
BALL ROOM	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH
BILLIARD Rm	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
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STUDY	GREEN	MUSTARD	PEACOCK	PLUM	SCARLET	WHITE
	CANDLESTICK	KNIFE	LEAD PIPE	REVOLVER	ROPE	WRENCH

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Additional Detective Notepads

To order one additional Detective Notepad, send $1.50 (postage and handling included) to: CLUE SUPER NES Notepad, Attn: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

We will be happy to answer your questions or comments about our CLUE SUPER NES game. Write to the Consumer Relations Department at the address above.